

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (Currently Amended) A method of providing gaming with automation using verbal communication, comprising:

providing verbal information of a current game status to a first game player and a second game player from a voice synthesis device through voiced calls on a communication network, wherein the communication network includes one of: a Public Switching Telephone Network (PSTN), a wireless communication network, and a Voice over IP (VoIP) network;

receiving verbal ~~instruction~~ instructions from the first game player and the second game player at the voice synthesis device through the communication network in response to providing the verbal information;

applying the verbal ~~instruction~~ instructions from the first and second game player players to update the current game status; and

providing verbal information of the updated current game status to the first and second game player players from the voice synthesis device through the communication network[.] ; and bridging the voiced call with the first game player with the voiced call with the second game player so that the first game player can hear the second game player but the second game player cannot hear the first game player.

2. (Currently Amended) The method of claim 1, wherein applying the verbal ~~instruction~~ instructions from the game player to update the current game status occurs at the voice synthesis device by applying speech recognition and natural language understanding.

3. (Currently Amended) The method of claim 2, wherein the voice synthesis device is a personal device of the game player players, the method further comprising periodically accessing a computer-implemented application over the communications network to update game data of the voice synthesis device.

4. (Currently Amended) The method of claim 1, wherein applying the verbal ~~instruction~~ instructions from the game ~~player~~ players to update the current game status occurs at a network-based computer-implemented application and wherein the voice synthesis device is a personal device of the game ~~player~~ players that provides the verbal information directly to and receives the verbal instruction directly from the game ~~player~~ players.

5. (Original) The method of claim 4, further comprising:
receiving information data at the voice synthesis device from the network-based computer-implemented application over a data network;
converting the information data into verbal information at the voice synthesis device;
interpreting the verbal instruction from the game player to produce instruction data at the voice synthesis device; and
transferring the instruction data to the network-based computer-implemented application from the voice synthesis device over the data network.

6. (Currently Amended) The method of claim 1, wherein applying the verbal ~~instruction~~ instructions from the game ~~player~~ players to update the current game status occurs at a network-based computer-implemented application.

7. (Currently Amended) The method of claim 6, further comprising:
receiving information data at the voice services node from the computer-implemented application;
converting the information data into verbal information at the voice services node;
interpreting the verbal ~~instruction~~ instructions from the game ~~player~~ players to produce instruction data at the voice services node; and
transferring the instruction data to the network-based computer-implemented application from the voice services node.

8 - 16. (Cancelled)

17. (Currently Amended) A system for providing gaming with automation using verbal communication, comprising:

a voice services node that receives information data, converts the information data to verbal information and provides the verbal information of a current game status over a voiced call with the a first game player, receives verbal instruction from the first game player over the voiced call in response to providing the verbal information, converts the verbal instruction to instruction data, and provides the instruction data; and

a network-based computer-implemented application that provides information data to the voice services node, receives the instruction data and applies the instruction data to update a current game status, and wherein the information data comprises data specifying the update to the current game status[.] ;

wherein the voice services node bridges the voiced call with the first game player to the second voiced call with a second game player; and

wherein the voice services node bridges the voiced call with the first game player to the second voiced call with the second game player such that the first game player can hear the second game player but the second game player cannot hear the first game player.

18. (Currently Amended) The system of claim 17, further comprising a profile database containing profile data for the first game player, and wherein the network-based computer-implemented application accesses the profile data for the first game player based on verification of the first game player to configure the game being played.

19. (Currently Amended) The system of claim 18, wherein the verbal instruction from the first game player comprises profile information for configuring the game being played, wherein the voice services node converts the profile information into profile data included in the instruction data, and wherein the network-based computer-implemented application stores profile data in the profile database for subsequent use in configuring the game being played.

20. (Currently Amended) The system of claim 17, wherein the voice services node provides the verbal information of a current game status to a the second player through the communications network over a second voiced call, receives verbal instruction from the second

player over the second voiced call, converts the verbal instruction of the second game player to instruction data, and provides the instruction data, and wherein the network-based computer-implemented application applies the instruction data to further update the game status.

21 - 22. (Cancelled)

23. (Currently Amended) ~~The system of claim 17, A system for providing gaming with automation using verbal communication, comprising:~~

a voice services node that receives information data, converts the information data to verbal information and provides the verbal information of a current game status over a voiced call with the game player, receives verbal instruction from the game player over the voiced call in response to providing the verbal information, converts the verbal instruction to instruction data, and provides the instruction data;

a network-based computer-implemented application that provides information data to the voice services node, receives the instruction data and applies the instruction data to update a current game status, and wherein the information data comprises data specifying the update to the current game status; and

wherein the voice services node provides the verbal information of a current game status to a second player through the communications network over the voiced call, receives verbal instruction from the second player over the voiced call, distinguishes the voice of the second game player from the voice of the first game player, converts the verbal instruction of the second game player to second instruction data, and provides the second instruction data, and wherein the network-based computer-implemented application applies the second instruction data to further update the game status.

24. (Original) The system of claim 17, wherein the network-based computer implemented application also provides visual information, in coordination with the verbal information provided from the voice services node, to a display device of the game player.